

Listing of Claims:

This listing of claims will replace all prior versions, and listing, of claims in the application.

1-34. (Cancelled)

35-66. (Canceled)

67-69. (Canceled)

70. (New) A method of conducting a progressive feature triggered during play of a wagering game played at a gaming terminal, the progressive feature including a first progressive award funded at least partially by a portion of wagers received at the gaming terminal, the method comprising:

- displaying, on a display, a first field of player-selectable elements including progressive award elements, fixed award elements, and end-feature elements;

- allowing a player to successively select, via a player input device, elements in the first field until the player selects a predetermined number of progressive award elements or at least one end-feature element, whichever occurs first;

- awarding, via one or more processors, the first progressive award and any fixed awards associated with any selected fixed award elements, if the predetermined number of progressive award elements are selected prior to the at least one end-feature element; and

- awarding, via the one or more processors, any fixed awards associated with any selected fixed award elements but not awarding the first progressive award, if the at least one end-feature element is selected prior to the predetermined number of progressive award elements.

71. (New) The method of claim 70, wherein the progressive feature includes a second progressive award funded at least partially by a portion of wagers received at the gaming terminal, and wherein if and only if the first progressive award is awarded, repeating the displaying, allowing, awarding, and awarding steps with respect to a second field of player-selectable elements and the second progressive award.

72. (New) The method of claim 71, wherein the second progressive award is greater than the first progressive award.

73. (New) The method of claim 70, wherein the displaying includes displaying icons representing the respective elements in the field of player-selectable elements, and the allowing includes allowing the player to select each element by non-randomly choosing that element's representing icon.

74. (New) The method of claim 73, wherein each icon conceals whether its respective element is a progressive award element, fixed award element, or end-feature element, and wherein in response to the player choosing an element's representing icon, the icon reveals whether its respective element is a progressive award element, fixed award element, or end-feature element.

75. (New) The method of claim 70, wherein the player-selectable game elements include a continue-game element.

76. (New) The method of claim 75, wherein selecting one of the continue-game elements increases the first progressive award.

77. (New) The method of claim 75, further comprising awarding a second progressive award, the second progressive award being higher than the first progressive award, by selecting a predetermined number of the continue-game elements.

78. (New) The method of claim 70, wherein triggering the progressive feature includes selecting from a plurality of progressive game qualifying items, at least one of the plurality of progressive game qualifying items permitting entry to said progressive game.

79. (New) The method of claim 78, wherein the progressive game qualifying items are video envelopes that are selectable by a player at the gaming terminal, the at least one of the plurality of progressive game qualifying items including an invitation therein that is displayed in response to the player selecting the at least one of the plurality of progressive game qualifying items.

80. (New) A gaming system for conducting a progressive feature triggered during play of a wagering game played at a gaming terminal, the progressive feature including a first progressive award funded at least partially by a portion of wagers received at the gaming terminal, the system comprising:

- a display for displaying a first field of player-selectable elements including progressive award elements, fixed award elements, and end-feature elements;

- a player input device allowing a player to successively select elements in the first field until the player selects a predetermined number of progressive award elements or at least one end-feature element, whichever occurs first; and

- one or more processors coupled to the display and the player input device, the processor operative to:

 - award the first progressive award and any fixed awards associated with any selected fixed award elements if the predetermined number of progressive award elements are selected prior to the at least one end-feature element; and

 - award any fixed awards associated with any selected fixed award elements but not awarding the first progressive award if the at least one end-feature element is selected prior to the predetermined number of progressive award elements.

81. (New) The system of claim 80, wherein the progressive feature includes a second progressive award funded at least partially by a portion of wagers received at the gaming terminal, and wherein if and only if the first progressive award is awarded, the display displays a second field of player-selectable elements, fixed award elements, and end-feature elements, the player input device allows the player to successively select elements in the second field until the player selects a predetermined number of progressive award elements or at least one end-feature element, and the processor is operative to award the second progressive award and any fixed awards associated with any selected fixed award elements if the predetermined number of progressive award elements are selected prior to the at least one end-feature element, and award any fixed awards associated with any selected fixed award elements but not awarding the second progressive award if the at least one end-feature element is selected prior to the predetermined number of progressive award elements.

82. (New) The system of claim 81, wherein the second progressive award is greater than the first progressive award.

83. (New) The system of claim 80, wherein the display includes displaying icons representing the respective elements in the field of player-selectable elements, and the player input device allows the player to select each element by non-randomly choosing that element's representing icon.

84. (New) The system of claim 83, wherein each icon conceals whether its respective element is a progressive award element, fixed award element, or end-feature element, and wherein in response to the player choosing an element's representing icon, the icon reveals whether its respective element is a progressive award element, fixed award element, or end-feature element.

85. (New) The system of claim 80, wherein the player-selectable game elements include a continue-game element.

86. (New) The system of claim 85, wherein the processor is operative to increase the first progressive award in response to selecting one of the continue-game elements.

87. (New) The system of claim 85, wherein the processor is operative to award a second progressive award, the second progressive award being higher than the first progressive award, in response to selecting a predetermined number of the continue-game elements.

88. (New) The system of claim 80, wherein triggering the progressive feature includes selecting from a plurality of progressive game qualifying items on the display, at least one of the plurality of progressive game qualifying items permitting entry to said progressive game.

89. (New) The system of claim 88, wherein the progressive game qualifying items are video envelopes that are selectable by a player at the gaming terminal, the at least one of the plurality of progressive game qualifying items including an invitation therein that is displayed in response to the player selecting the at least one of the plurality of progressive game qualifying items.